Concept Description

Name of Concept

Name of Concept Provider

General Description

- Overall Concept Description
 - Target defeat mechanism/payload
 - Transport/launch platform(s), if any
 - Operational scenario (forward basing, CONUS, etc.)
- Payload Description
 - Example: munition type(s)
 - Example: warhead type(s)

System Technical Description

Physical Dimensions of Weapon	
Weight of Weapon	
Maximum Standoff Range	
Range of Impact Velocities	
Range of Impact Angle	
Terminal CEP (in good weather)	
Carriage Performance Envelope	
Release Performance Envelope	
Time to Cause Damage	
Time Until Safe to Reenter Area	
Penetration Limit	

Weapon Payload Technical Description

Physical Dimensions	
Nose Length	
Nose Shape	
Nose Diameter	
Distance from Nose Tip to Penetrator Center of Gravity	
Penetrator Weight	
Penetrator Length	
Explosive Charge	
Units of Energy Delivered	
Case Thickness	
Casing Material	
Fuzing Options	
Fuzing Reliability	

General Concept Performance

System Inflight and Launch Reliability	
Warhead Reliability	
Multiple Azimuth Factor	
Basing Requirements	
Assessibility of Effects	
Risk of Technology Compromise	
Standoff Range	
Delivery Platform Flexibility	
NBC Survivability	
Impact on Storage, Training, and Facilities	
Operational Support Requirements	

Acquisition Effectiveness

Acquisition Status
Time to Field
Technical Risk

Mission-Unique Capability

Target One .5 Probability of Damage

- Mission Plan Description
 - Example: Deploy support assets (tankers, etc.)
 - Example: Launch system/carrier/strike package
 - Example: Conduct target damage assessment using XXX
- Mission Resource Requirements
 - Example: Terrain maps of <size> region surrounding target
 - Example: Location/identification of specific preferred airmpoints
 - Example: Transport or other support vehicles/equipment
- Assumptions on Intel, Surveillance, and Monitoring
 - Example: GPS availability
 - Example: BDA availability
 - Example: Satellite photo within x time period

Mission-Unique Effectiveness

Target One .5 Probability of Damage

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Mission Planning Requirements	Mission Planning Requirements	ission Planning Requirements
Fuzing Option Chosen	Fuzing Option Chosen	Fuzing Option Chosen
Impact Velocity	Impact Velocity	Impact Velocity
Impact Angle	Impact Angle	Impact Angle
Angle of Attack	Angle of Attack	Angle of Attack
Aim Point(s)	Aim Point(s)	Aim Point(s)
Number of Weapons	Number of Weapons	Number of Weapons
Radius of Effect	Radius of Effect	Radius of Effect
Probability to Survive	Probability to Survive	Probability to Survive
Weather Darkness Factor	Weather Darkness Factor	Weather Darkness Factor
Actual Probability of Damage	Actual Probability of Damage	Actual Probability of Damage
Collateral Effects Control	Collateral Effects Control	Collateral Effects Control
Timeliness	Timeliness	Timeliness
Risk to Own Forces	Risk to Own Forces	Risk to Own Forces